Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An image generating system which generates a three-dimensional image of an object formed of a polygon, comprising:

means which detect a vertex which is out of a drawable range in a polygon arranged in a three-dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which scissors ~~a~~ the polygon ~~arranged in a three-dimensional space in an arbitrary plane~~ to generate a new vertex for specifying the scissored polygon; and

means which generates an image of an object formed of the polygon containing the new vertex.

B1 Cont

2. (Original) The image generating system as defined in claim 1,

wherein a polygon containing a vertex which is out of a drawable range is scissored at a portion containing the vertex, in a predetermined plane.

3. (Original) The image generating system as defined in claim 1,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

4. (Original) The image generating system as defined in claim 2,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

5. (Original) The image generating system as defined in claim 1,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

6. (Original) The image generating system as defined in claim 2,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

7. (Original) The image generating system as defined in claim 3,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

B1 Cont

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

8. (Original) The image generating system as defined in claim 4,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

9. (Currently Amended) A computer-usable program embodied on an information storage medium or in a carrier wave, comprising a program for implementing:

means which detect a vertex which is out of a drawable range in a polygon arranged in a three-dimensional space which is subject to coordinate transformation into a screen coordinate system;

means which scissors ~~a~~ the polygon ~~arranged in a three-dimensional space in an arbitrary plane~~ to generate a new vertex for specifying the scissored polygon; and

means which generates an image of an object formed of a polygon containing the new vertex.

10. (Currently Amended) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon containing a vertex which is out of a drawable range is scissored at a portion containing the vertex, in a predetermined plane.

11. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

B1 Cont

12. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

wherein a polygon is scissored in a plane which specifies a viewing angle range.

13. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 9,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

14. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 10,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

15. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 11,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

B1 Cont

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.

16. (Original) The program embodied on an information storage medium or in a carrier wave as defined in claim 12,

wherein a polygon arranged in a three-dimensional space is subjected to coordinate transformation into a screen coordinate system, to detect an undrawable vertex; and

wherein the polygon containing the detected vertex is scissored at a portion containing the detected vertex in a predetermined plane.